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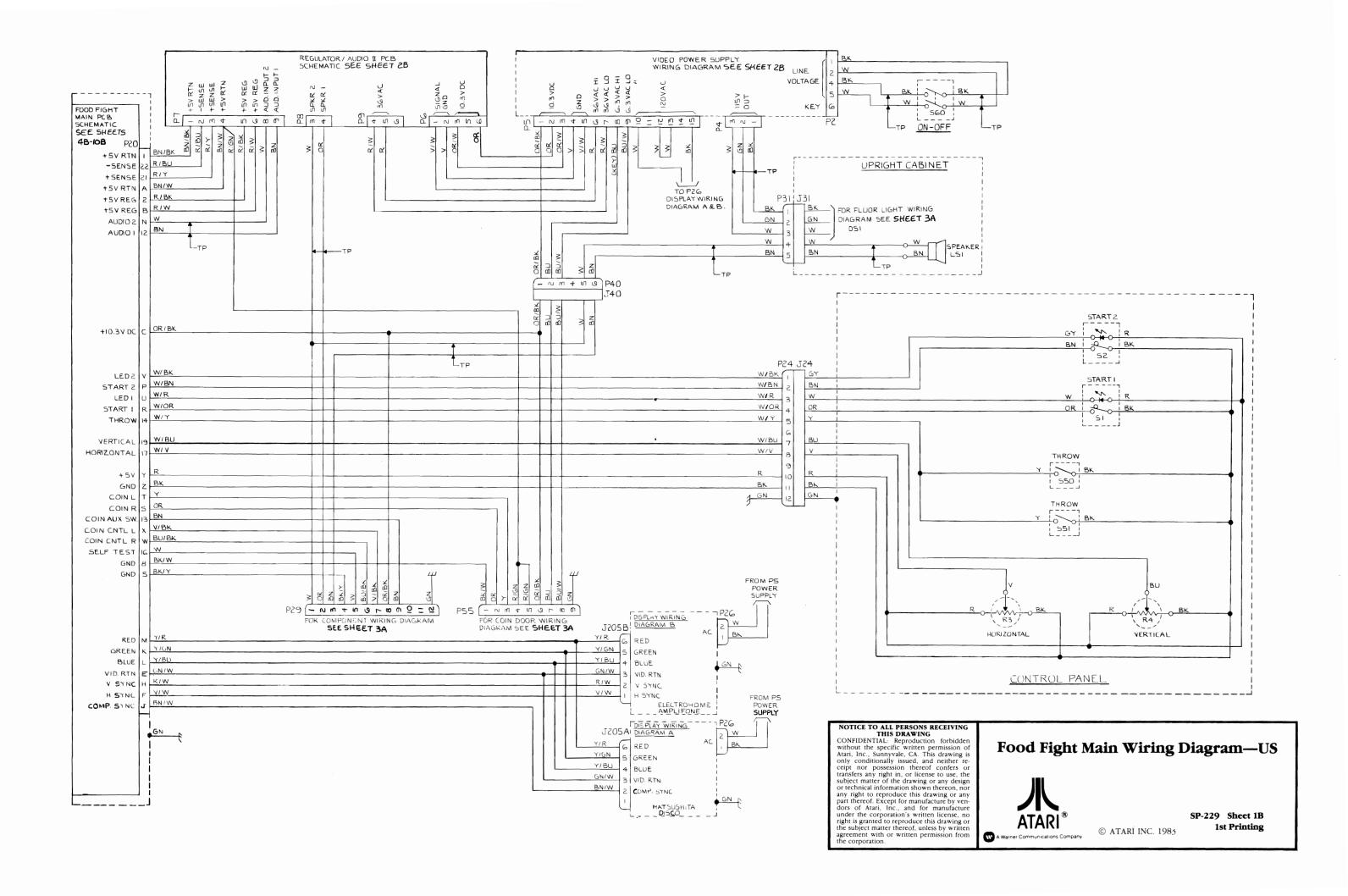
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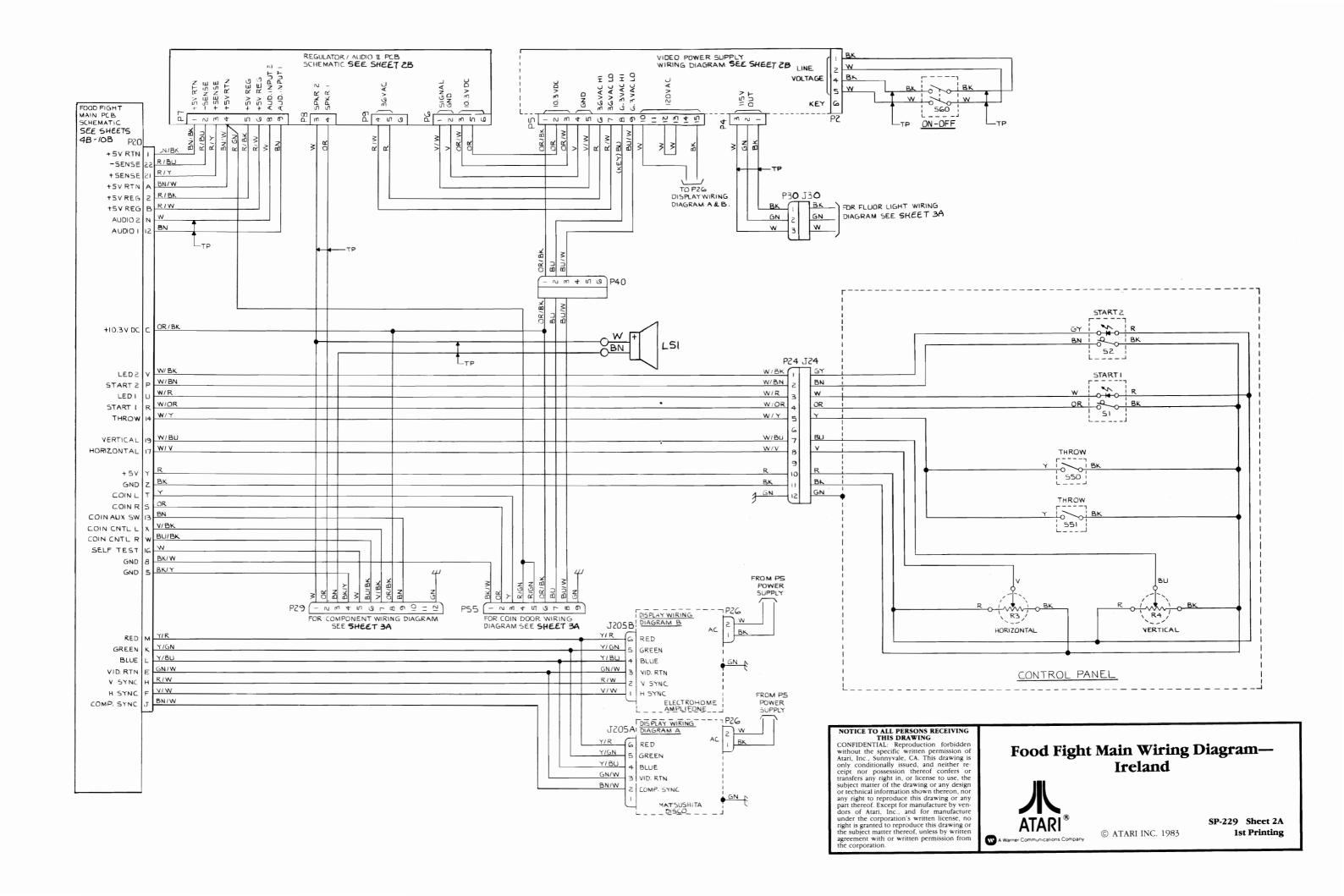
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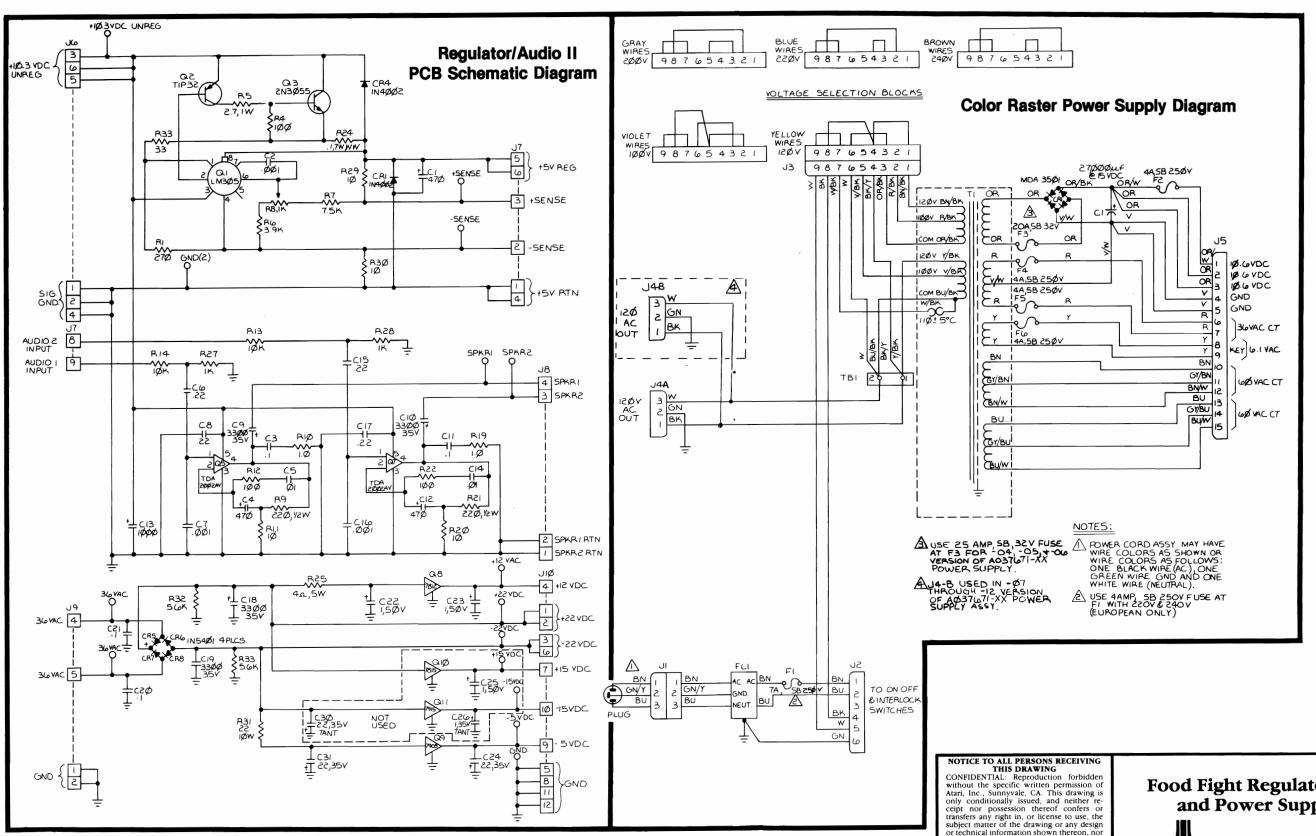


# **Operators Manual**

2M



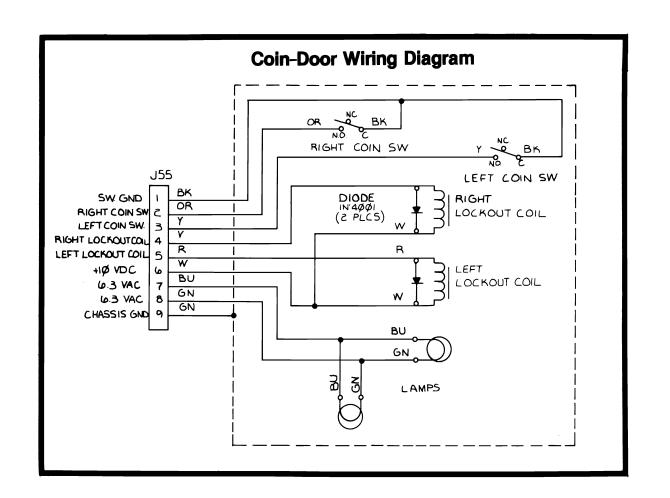


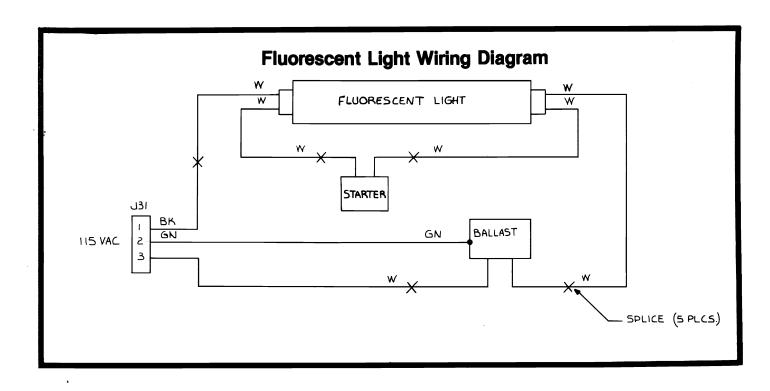


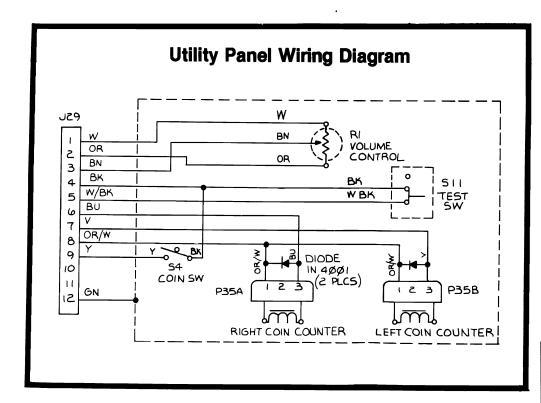
### Food Fight Regulator/Audio II PCB and Power Supply Diagrams



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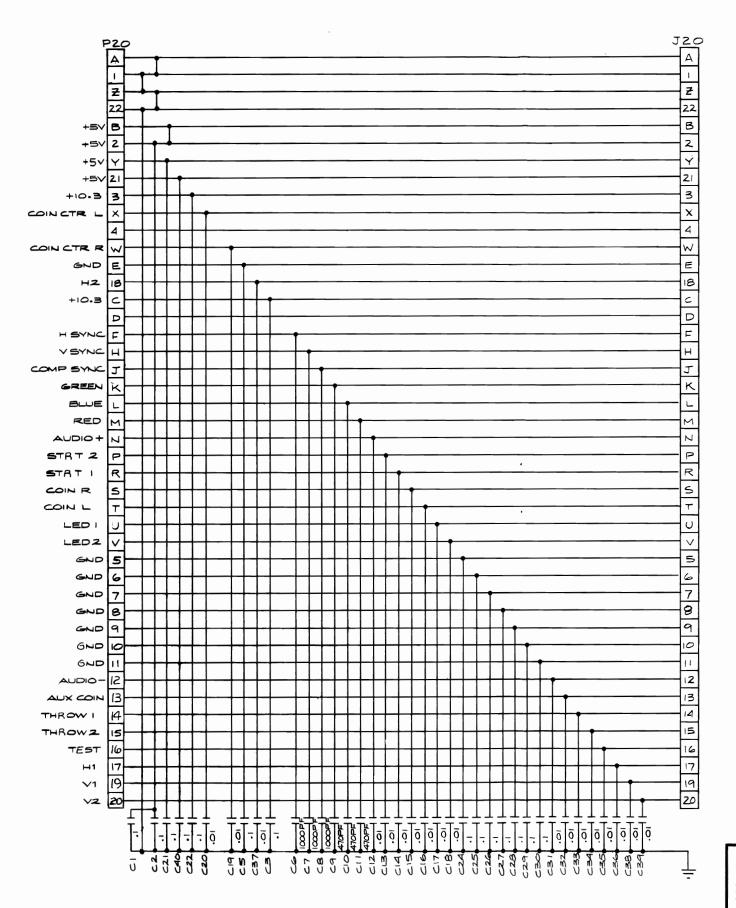


# **Food Fight Game Wiring Interfaces**



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# **EMI Shield Schematic Diagram**



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# **MEMORY MAP**

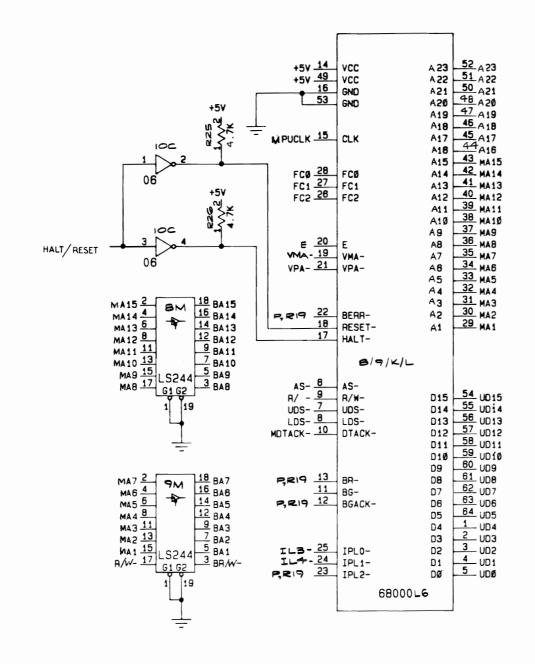
| HEXADECIMAL                                     |             | ADDRESS BUS SIGNAL LINES R/W |             |             |             |             |             |     |        |             |             |             |             |             |   | /W DATA BUS SIGNAL LINES |             |             |             |             |            |             |             |             |             |             |                  |   |        |             | FUNCTION    |             |        |        |   |             |             |             |             |             |             |             |             |     |        |             |   |
|---|-------------|------------------------------|-------------|-------------|-------------|-------------|-------------|-----|--------|-------------|-------------|-------------|-------------|-------------|---|--------------------------|-------------|-------------|-------------|-------------|------------|-------------|-------------|-------------|-------------|-------------|------------------|---|--------|-------------|-------------|-------------|--------|--------|---|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-----|--------|-------------|---|
| ADDRESS   | A23         | 3 <b>A</b> 2                 | 2 A         | 21 <i>A</i> | 20          | A19         | A18         | A17 | ' A16  |             |             |             |             |             |   |                          |             |             | <b>A</b> 7  | <b>A6</b>   | <b>A</b> 5 | <b>A</b> 4  | A3          | A           | 2 A         | 1 A0        |                  |   | D15    | D14         | D13         | D12         | 2 D1   |        |   |             |             |             |             |             |             | D           | 3 D         | 2 I | D1     | D0          |   |
| 000000-00FFFF<br>014000-01BFFF                  | 0           | 0                            |             |             | 0           | 0           | 0           | 0   | 0<br>1 | A<br>0<br>1 | A<br>1<br>0 | A<br>A      | A           | A           |   | A .                      | A<br>A<br>A | A<br>A<br>A | A<br>A<br>A | A<br>A<br>A | A<br>A     | A<br>A<br>A | A<br>A<br>A | A           | A           |             | R/<br>R/\<br>R/\ | N | D D    | D<br>D<br>D | D<br>D<br>D | D<br>D<br>D | D<br>D | D      | ( | D<br>D<br>D | D<br>D<br>D | D<br>D<br>D | D<br>D      | D<br>D<br>D | D<br>D      | D           | D           | )   | D      | D<br>D<br>D | PROGRAM ROM<br>PROGRAM RAM<br>PROGRAM RAM                     |
| 01C000-01C0FF                                   | 0           | 0                            | (           | )           | 0           | 0           | 0           | 0   | 1      | 1           | 1           | 0           | 0           | 0           | ( | )                        | 0           | 0           | A           | A           | A          | A           | A           | A           | A<br>0<br>0 | A<br>0<br>1 | R/\              |   | D<br>D | D<br>D      | D<br>D      | D<br>D      | D      | D      | ' | D<br>D      | D<br>D      | D<br>D      | D<br>D      | D<br>D      | D<br>D      | D           | _           |     | D<br>D | D<br>D      | MOTION OBJECT RAM<br>VERTICAL POSITION<br>HORIZONTAL POSITION |
| 800000-8007FF                                   | 1           | 0                            | c           | )           | 0           | 0           | 0           | 0   | 0      | 0           | 0           | 0           | 0           | 0           |   | <b>\</b>                 | A           | Α           | Α           | Α           | Α          | A           | Α           | Α           | 1<br>1<br>A | 0<br>0<br>A | RA               | N | D<br>D | D<br>D      | D<br>D      | D<br>D      | D<br>D | D<br>D |   | D<br>D      | D<br>D<br>D | D<br>D      | D<br>D      | D<br>D      | D<br>D      | D           | D           |     | D<br>D | D           | PICTURE<br>COLOR<br>PLAYFIELD                                 |
| 900000-9001FF<br>940000-940007<br>944000-944007 | 1           | 0                            | C           | )           | 1           | 0           | 0           | 0   | 0      | 0           | 0           | 0           | 0           | 0           | ( | )                        | 0           | A<br>0      | A<br>0      | A<br>0      | A<br>0     | A<br>0      | A<br>0      | A           | A           | A           | R/N<br>R<br>W    | N |        |             |             |             |        | _      |   |             | _           | D           | D           | D           | D           | D           |             |     | _      | D           | NVRAM<br>ANALOG IN<br>ANALOG OUT                              |
| 948000  |             |                              |             |             |             |             |             |     | Ö      | 1           | ó           | Ū           | Ū           | Ū           |   |                          |             | Ü           | U           | U           | U          | U           | U           | ^           | • •         | A           | R                |   |        |             |             |             |        |        |   |             |             |             |             |             |             |             | D           |     | D      | D           | COIN 1 (DIGITAL IN) COIN 2 START 1                            |
|   |             |                              |             |             |             |             |             |     |        |             |             |             |             |             |   |                          |             |             |             |             |            |             |             |             |             |             | R<br>R<br>R      |   |        |             |             |             |        |        |   |             |             |             |             | _           | D           | D           |             | ,   |        |             | START 2<br>COIN AUX   |
|   |             |                              |             |             |             |             |             |     |        |             |             |             |             |             |   |                          |             |             |             |             |            |             |             |             |             |             | R<br>R<br>R      |   |        |             |             |             |        |        |   |             |             | D           | D           | D           |             |             |             |     |        |             | THROW 1<br>THROW 2<br>TEST                                    |
|   |             |                              |             |             |             |             |             |     |        |             |             |             |             |             |   |                          |             |             |             |             |            |             |             |             |             |             | W<br>W           |   |        |             |             |             |        |        |   |             |             |             |             |             |             |             | D           |     | D      | D           | PFFLIP<br>UPDATE<br>INT3RST                                   |
|   |             |                              |             |             |             |             |             |     |        |             |             |             |             |             |   |                          |             |             |             |             |            |             |             |             |             |             | \<br>\<br>\<br>\ | 1 |        |             |             |             |        |        |   |             |             |             |             | D           | D           | D           |             |     |        |             | INT4RST<br>LED 1<br>LED 2                                     |
| 950000-9503FF                                   | 1           | 0                            | 0           | ,           | 1           | 0           | 1           | 0   | 1      | ٥           | 0           | 0           | 0           | 0           |   | •                        | ^           | ^           | ٨           | ^           | ٨          | Α           | ^           |             |             | ^           | W<br>W           | , |        |             |             |             |        |        |   |             |             | D<br>D      | D<br>D      | D           | n           | D           | D           |     | D      | D           | COUNTERL<br>COUNTERR<br>COLORAM                               |
| 954000<br>958000                                |             | 0                            | _           |             | •           | ٥           |             | 0   | 1      | 0           | 1 0         | 0           | 0           | 0           |   | , ,                      | _           | ^           | A           | ^           | A          |             |             | A           |             | . A         | W                |   |        |             |             |             |        |        |   |             |             | _           | _           | -           | _           |             | _           |     |        |             | RECALL<br>WATCHDOG  |
| A40000-A4001F<br>A80000-A8001F                  | 1<br>1<br>1 | 0                            | 1<br>1<br>1 |             | 0<br>0<br>0 | 0<br>1<br>1 | 1<br>0<br>1 | 0   | 0      | 0           | 0           | 0<br>0<br>0 | 0<br>0<br>0 | 0<br>0<br>0 |   | ) (<br>) (<br>) (        | 0<br>0<br>0 | 0<br>0<br>0 | 0<br>0<br>0 | 0<br>0<br>0 | 0          | A<br>A<br>A | A<br>A<br>A | A<br>A<br>A | A           | A<br>A<br>A | RA<br>RA<br>RA   | N |        |             |             |             |        |        |   |             |             | D<br>D<br>D | D<br>D<br>D | D<br>D<br>D | D<br>D<br>D | D<br>D<br>D | D<br>D<br>D | )   | D      | D<br>D<br>D | AUDIO 1<br>AUDIO 0<br>AUDIO 2                                 |
| 000000-7FFFF                                    | 0           | Α                            | A           |             | Α           | Α           | Α           | Α   | Α      | Α           | Α           | Α           | Α           | Α           |   |                          | A           | Α           | Α           | Α           | Α          | Α           | Α           | Α           | Α           | Α           | RA               | N |        |             |             |             |        |        |   |             |             |             |             |             |             |             |             |     |        |             | DTACK   |
| 940000-97FFFF                                   | 1           | 0                            | 0           | )           | 1           | 0           | 1           | Α   | Α      | Α           | Α           | Α           | Α           | Α           |   |                          | A           | Α           | Α           | Α           | Α          | Α           | Α           | Α           | Α           | Α           | R/\              | N |        |             |             |             |        |        |   |             |             |             |             |             |             |             |             |     |        |             | VPA   |

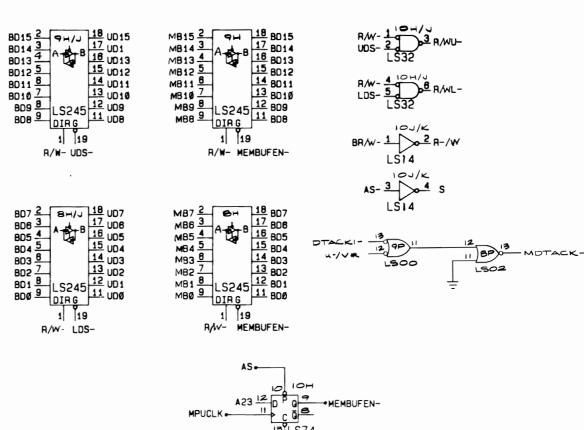
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# **Food Fight Memory Map**



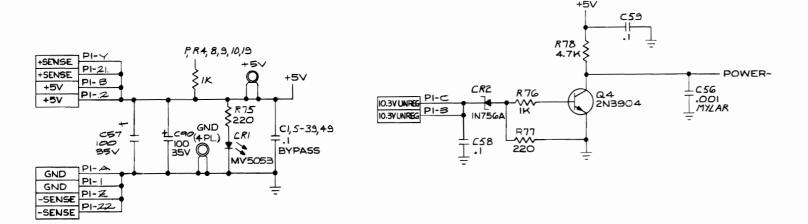
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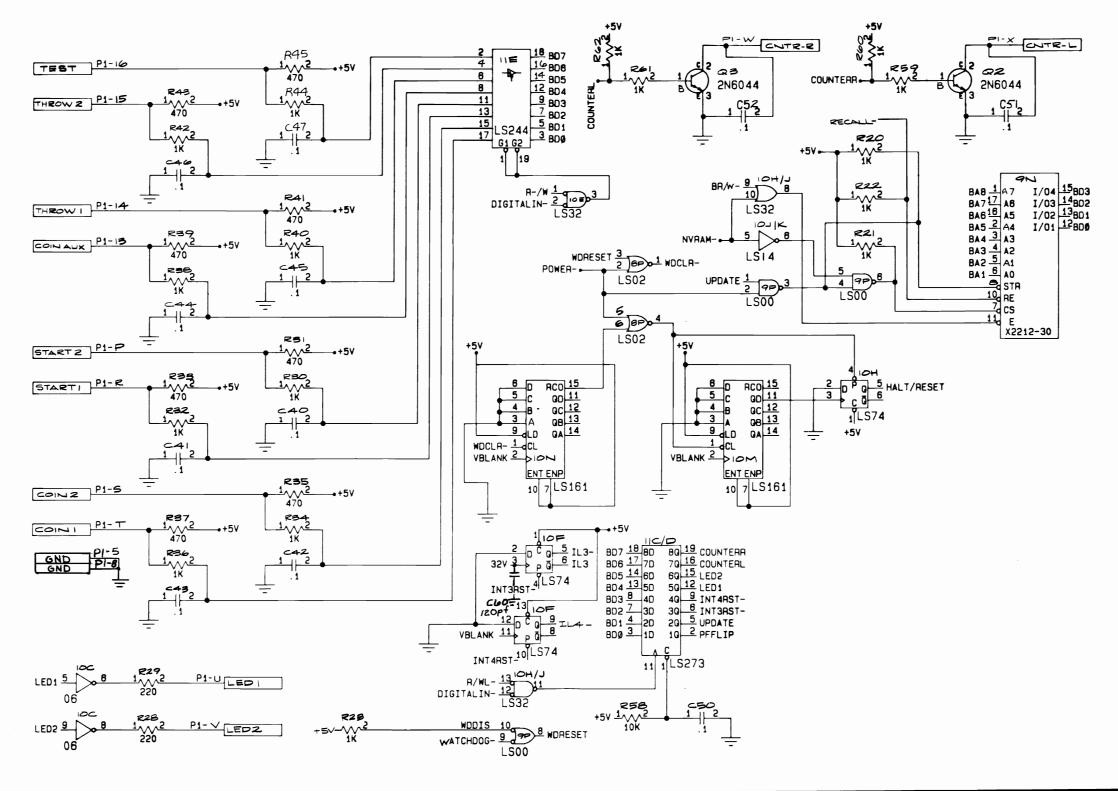
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### Food Fight Power/Ground and CPU Schematic Diagram



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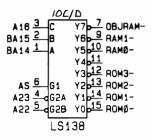
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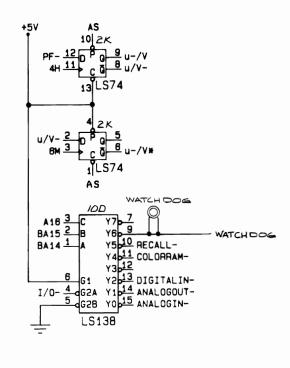
# Food Fight Reset and Digital I/O **Schematic Diagram**



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```
AS-1
A233
A214
A205
A198
A187
FC29
FC191
                                     19 NVRAM-
               /373/3
                                   18 I/0-
17 AUDIO2
                  -001
                                  16 PF-
15 AUDIO1
14 AUDIO0
13 DTACK1-
12 VPA-
```



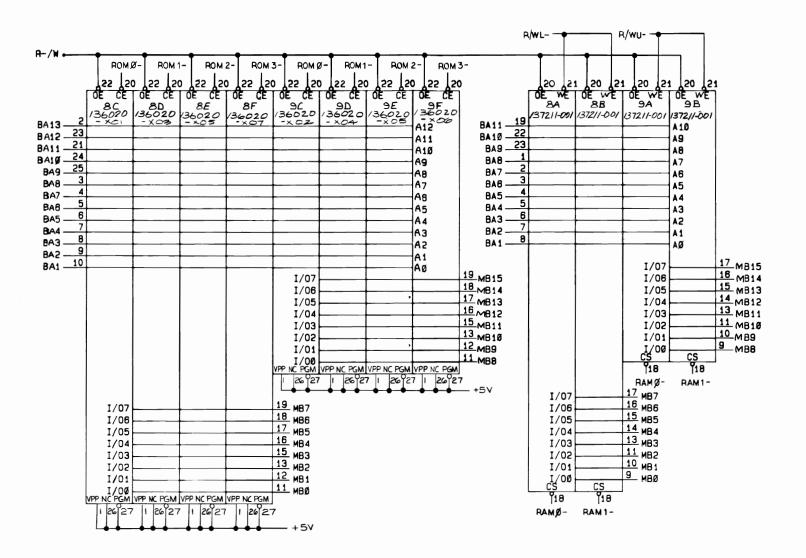


# Food Fight Address Decoder Schematic Diagram



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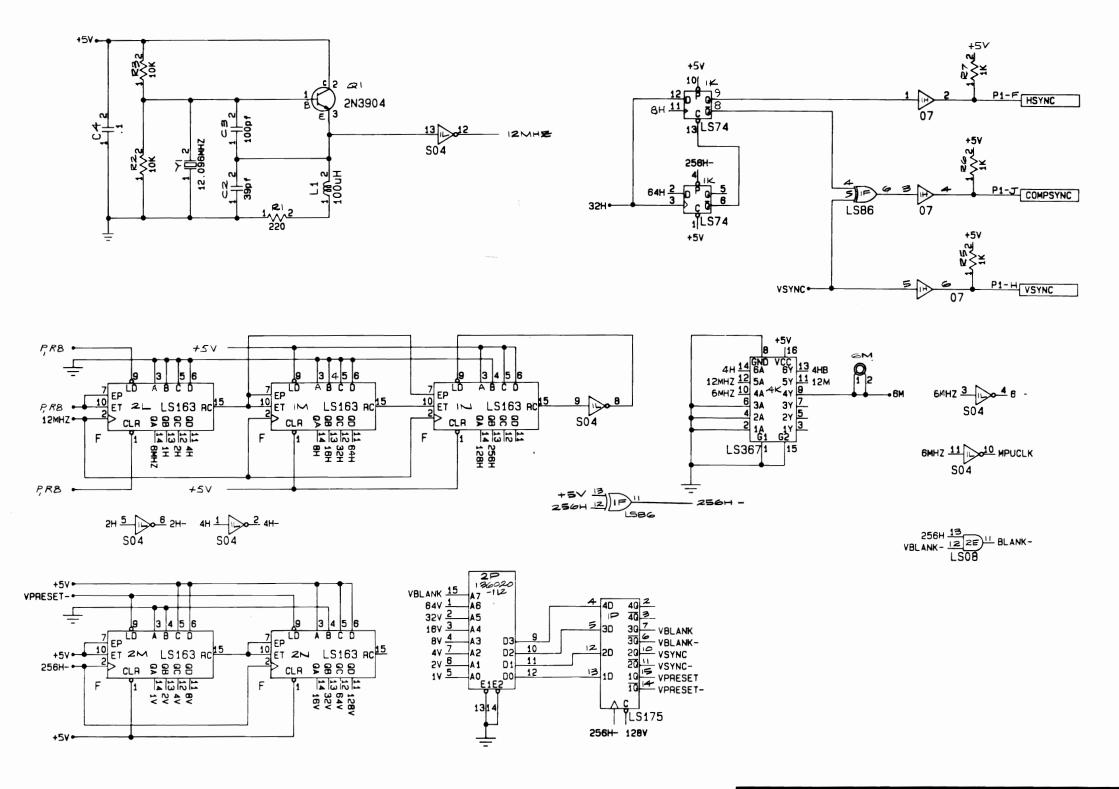
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## **Food Fight Memory Schematic Diagram**



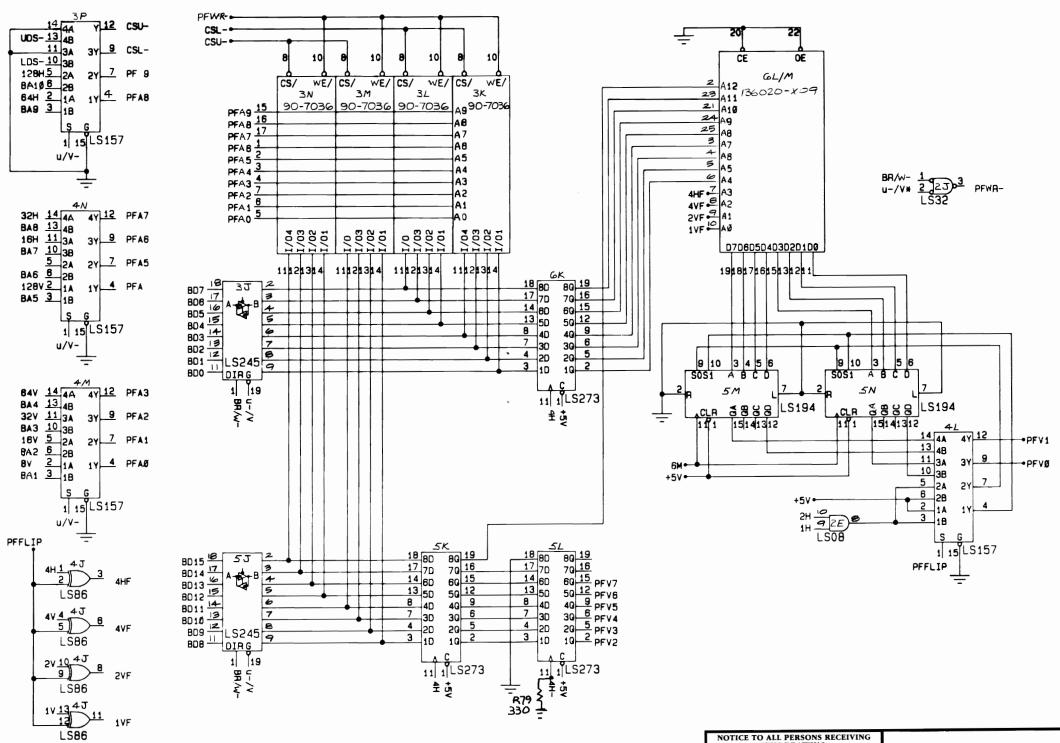
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### Food Fight Sync Schematic Diagram



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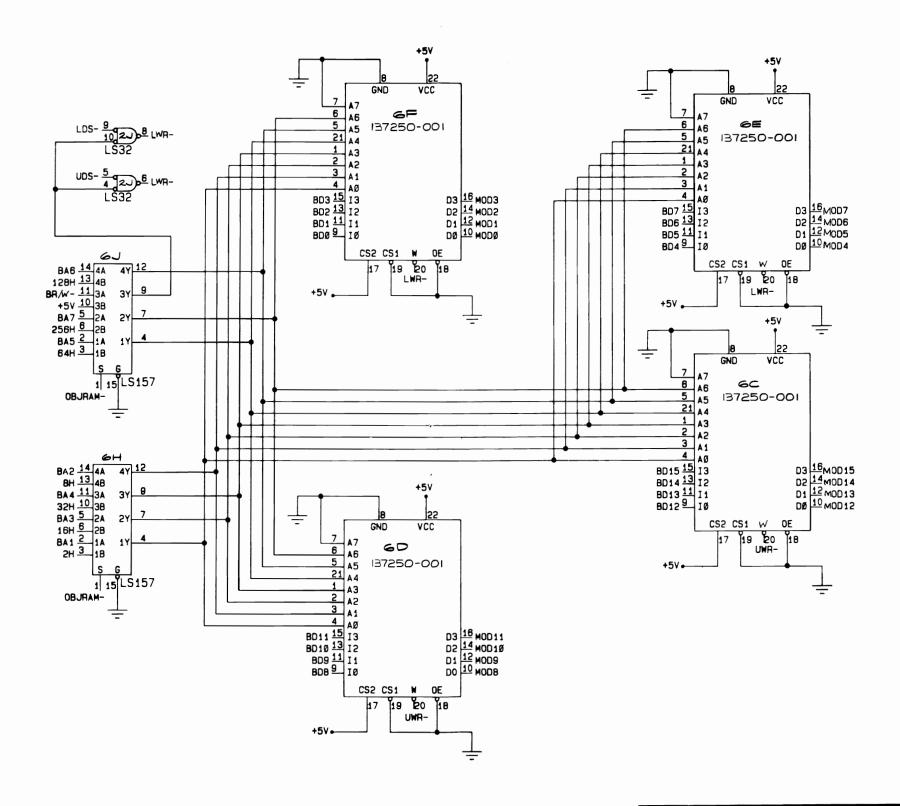


### Food Fight Playfield RAM/ROM **Schematic Diagram**



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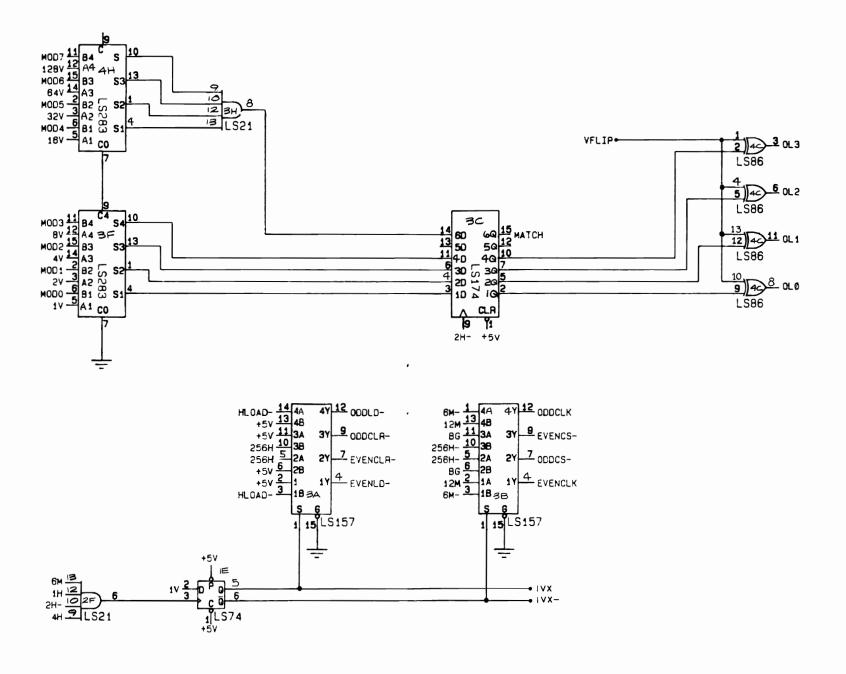


# **Food Fight Motion Object RAM Schematic Diagram**



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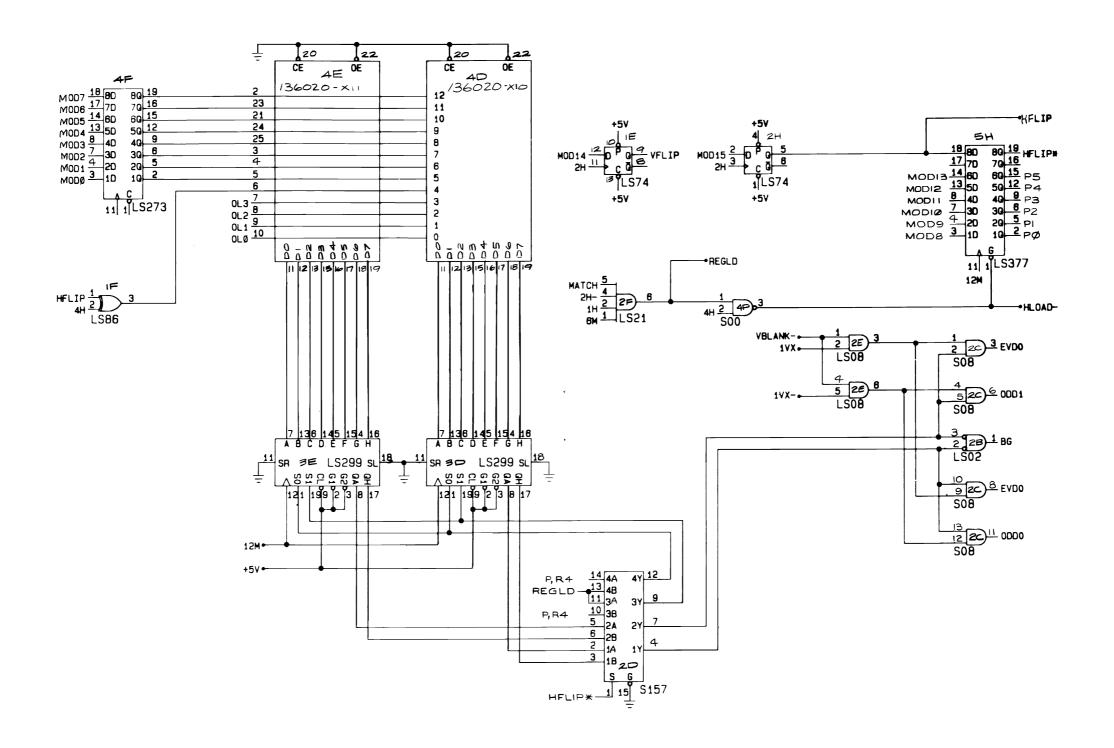


# **Food Fight Vertical Position Schematic Diagram**



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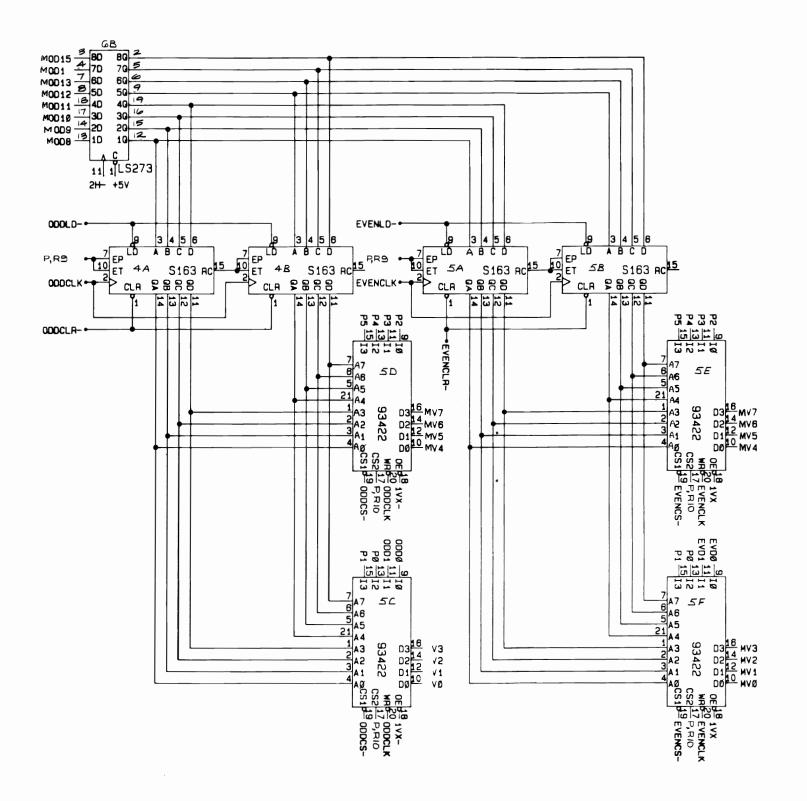


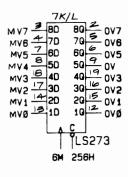
## **Food Fight Motion-Object ROM Schematic Diagram**



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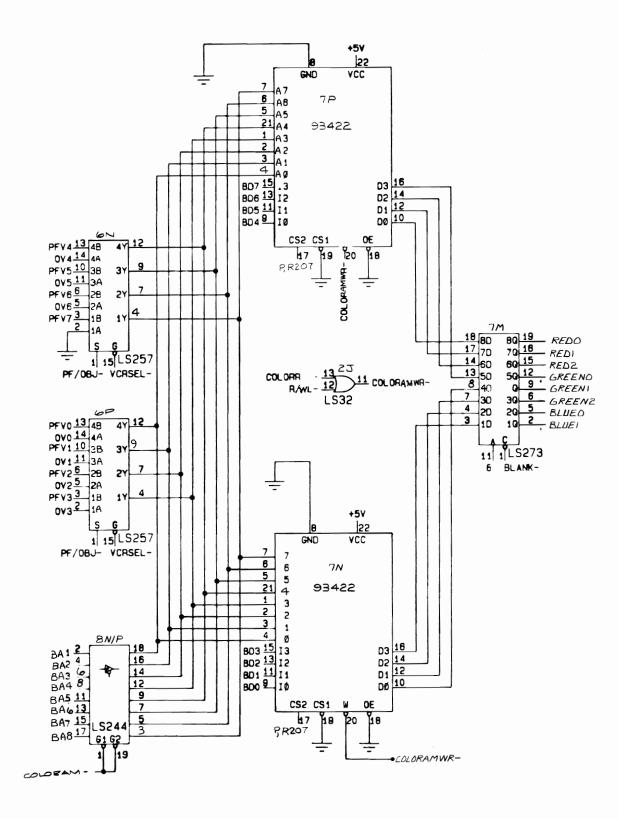


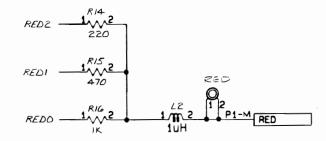
### **Food Fight Line Buffers Schematic Diagram**

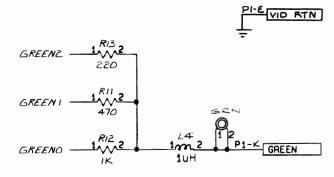


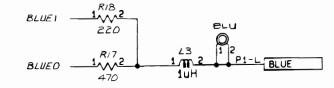
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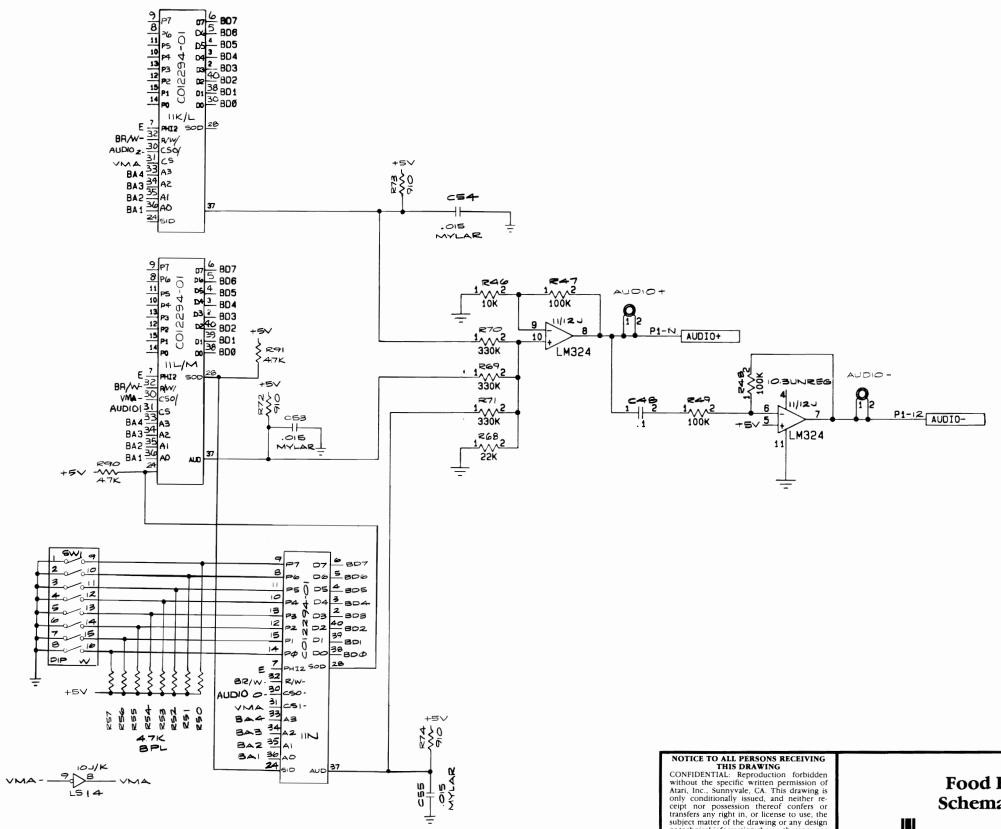


# **Food Fight Color RAM Schematic Diagram**



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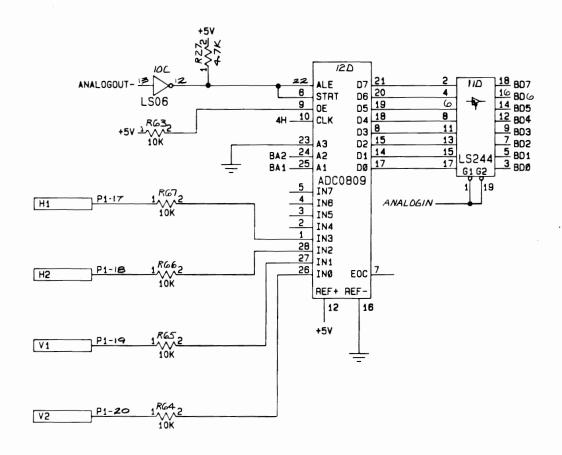


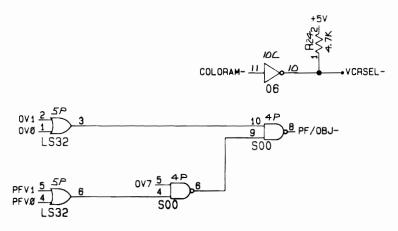
# **Food Fight Sound** Schematic Diagram



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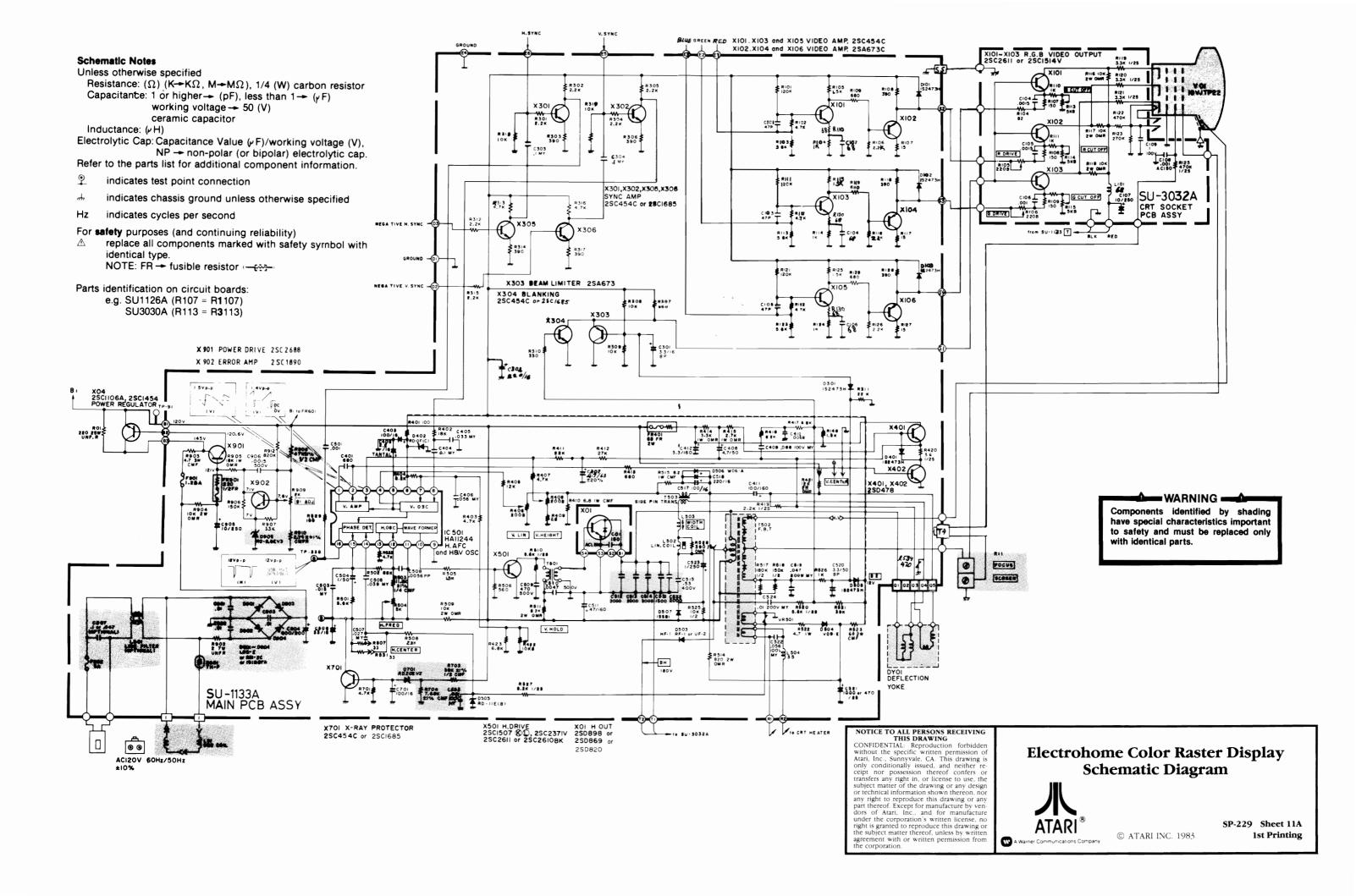


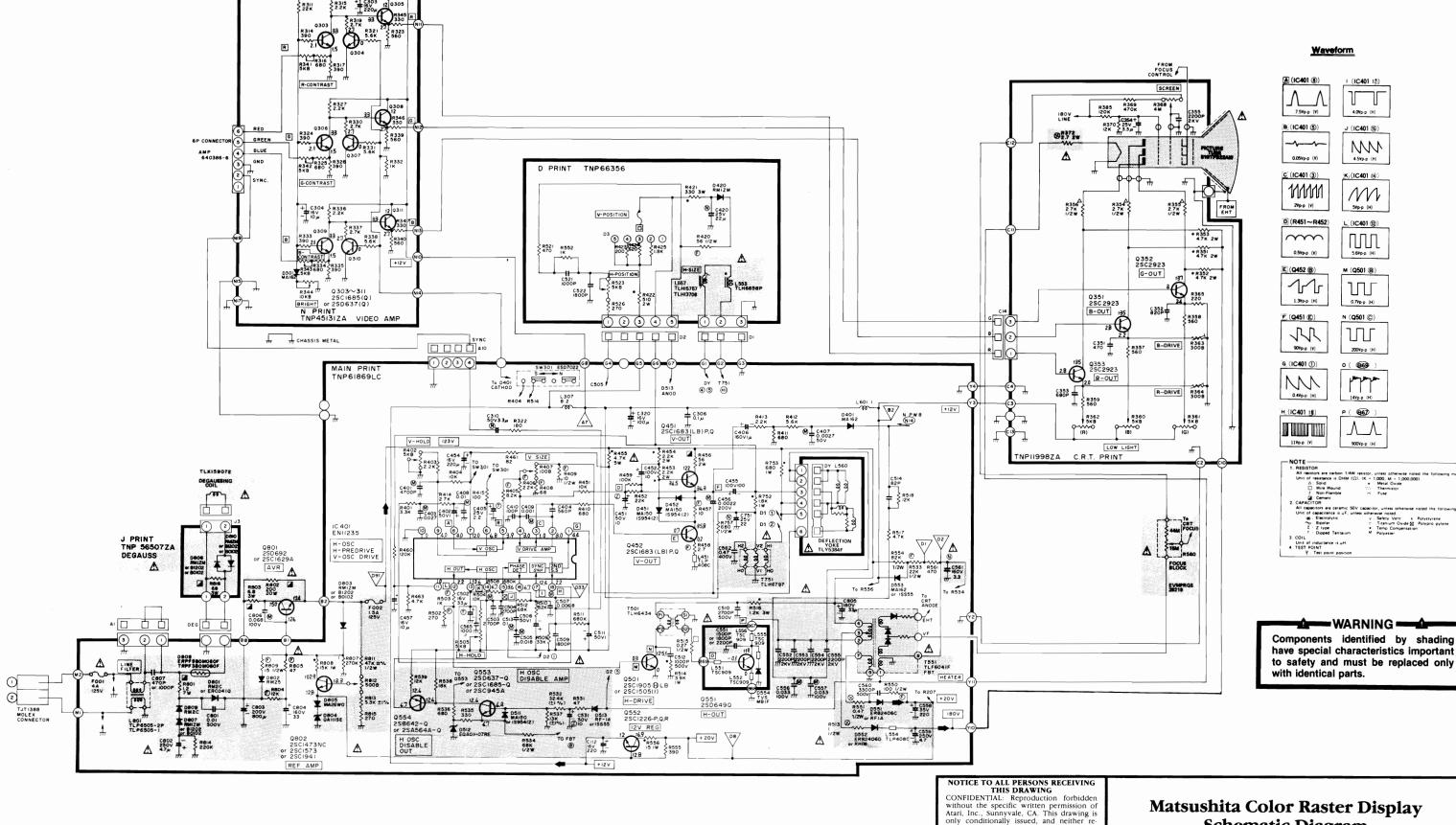
## **Food Fight Analog Inputs Schematic Diagram**



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# **Schematic Diagram**



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